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THE TRADITIONAL FILIPINO GAMES: STATUS CHECK AMONG GENERATION Z

Abstract: Traditional games are seen as the best platform for "promoting peace, harmony, goodwill and camaraderie" in various Philippine communities especially that today's generation is different, most kids are stuck on their phones, iPods, and PSPs while sitting on a corner. This study seeks to determine the status of the present traditional games. Specifically, if these games are still being played by Filipino children (Generation Z). The paper utilized the qualitative method of research through interviews. The responses were analyzed through conversation analysis. Based on the gathered responses from the interview, 56.66 percent of the participants still play traditional Filipino games despite their access to online games. And 43.33 percent prefers to browse and play online.

Key words: Filipino Games, Traditional Games, Generation Z, Culture.

Language: English

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Introduction

When we were younger, we considered summer as the best of time. We didn't have to go to school, we had no homework, and we didn't need to review for exams. We played on the streets with our neighborhood friends until we used up all our energy. Today, it's different, most kids are stuck on their phones, iPods, and PSPs while sitting on a corner (Anderson, 2018). In this generation, there is indeed an issue regarding the increase of children spending their playtime in Online games, a study from the Pew Research Center cited by Anderson (2018) elaborated this. The number of children that are still playing the traditional games is seen to be going downhill, this become almost a thing of the past as mentioned by De La Cruz (2018).

Many children indulge themselves with computer games such as DOTA (Defense of the Ancients) Counter-Strike etc. and those children who are above the middle class are expected to own at least a PS2, a PSP, an Xbox, or a Nintendo DS (Aguado, 2013). The researchers have done relevant reading about the matter, the researchers found out that a lot of bloggers and article writers who are wired on this issue agree that children nowadays do not know how to play traditional Filipino games which leads to a member of congress to introduce House Bill No. 8626 or The Philippine Indigenous Games Preservation Act of 2017 which includes its inclusion in the appropriate part of the curriculum in the basic education system of the schools, preservation of such games either by documentary or other useful means, and holding of regular demonstration of such games in national events and appropriate school activities (De La Cruz, 2018). The traditional Filipino Games must be played by children of today for it is seen as the best platform for "promoting peace, harmony, goodwill and camaraderie" in various Philippine communities (De La Cruz, 2018).

As the moves continue in our houses of government, pushing for its revival and inclusion in the ordinary course of life, the researchers believe that these games should be preserved not only because Filipino children prefer to play them but because these games are fragment of unique and artistic heritage of the Filipino Culture (Buan *et al.*, 2010) games. Filipino children nowadays are left with a choice, to keep up with the flow of modern times, dwell on virtual games and completely leaving behind the traditional sports, but these children don't have to make this choice, at what is needed in this matter is to find a better, drastic and creative solution to create the balance that is justly needed (Thomas, 2012).

This study seeks to determine the status of the present traditional games. Specifically, if these games are still being played by Filipino children (Generation Z).

Methodology

This paper utilized the qualitative method of research through interviews. The responses were analyzed through conversation analysis. There were a total of 30 participants in this study selected through snowball sampling technique. The participants were selected through the given age bracket of Generation Z who have access to mobile phones and have the option to choose between mobile or online games and the traditional Filipino Games. Participants were from Barangay Tisa, Cebu City, Philippines.

Results and Discussion

Based on the gathered responses from the interview, 56.66 percent of the participants still play traditional Filipino games despite their access to online games. And 43.33 percent prefers to browse and play online. These results only show, that even if majority of the participants still chooses to play the traditional games, there is now a thin margin which in the near future if unchanged would be alarming. The results also adhere to De La Cruz's (2018) view that if it continues, it will become a thing in the past.

The majority of the participants who still plays the games agreed that the traditional games are far better than modern games, they saw the importance and significance of it and affirmed by Buan *et al.* (2010) as part of the unique Filipino Heritage. In addition, the games provided its players comfort and times of refreshing from studies and other daily activities. From the participants' perspective, the games help develop sportsmanship and shape attitudes of children to develop teamwork and cooperation.

Also, based on their recorded responses as analyzed by the researchers, that Generation Z prefers physical activities rather than sitting on chairs and play computer games or mobile games.

On the other hand, a great number who belongs to the minority, that is 43.33 percent who prefer to play online and computer games said that they are afraid of injury and don't want to get sick caused by airborne viruses. Contrary to the majority who wanted to meet new friends, and view traditional Filipino games as fun and enjoyable but not expensive.

Conclusion

In conclusion, even with the availability of technology among the participants, they still chose to play traditional Filipino games. With 56.66 percent of the participants who still play the game which is part of the Filipino culture and heritage, it can be deduced that the Filipino Games even with the new generation (Generation Z) it are still alive. The games which are products of variety of cultures (Tupas, 2016) remain the number 1 pastime of the younger generation. But even if it is still played today, the study shows an alarming percentage of 43.33 percent among the participants who do not play the games anymore.

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Recommendation

The researchers recommend that bigger research would be conducted related to this topic to know its status in a nationwide context and immediately creates

an intervention plan for the concerned departments or agencies of government involved in the preservation of Culture and Traditions.

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